

# MAJOR MOTION



**microdeal**

*ARMSTRONG*

# MAJOR MOTION

For The  
**AMIGA**

A group calling itself the "Draconian League" has taken over the highways of the western frontier. In the grip of The League, lawlessness and hysteria pervade the region. You must rid the land of this enemy, and make the roads safe for civilians once more. Your code name on this mission is *Major Motion*.

Beware, armored cars will try to smash you off the road, other cars will attempt to slash your tires, and the enemy assault helicopter is never far behind with its barrage of bombs. There are rumors of even deadlier foes farther ahead... But, armed with the latest high-tech spy-vehicle, complete with machine guns, you can force the marauding vehicles off the road or open fire and watch them burst into flames! If you survive long enough, you may obtain more state-of-the-art weapons: missiles, oil slicks, smoke screens, and others!

A variety of road conditions test your driving skills. Race down the highway, but be careful over gravel roads and icy stretches. Race around twisting curves, and lookout for branching roads and merging traffic. And the end of the road is just the beginning of more excitement! Glide down the treacherous river, dodging islands and deadly rocks in your quest to stop the Draconian terrorists.

This action-packed, arcade-game is written entirely in machine language for fast smooth play. The road scrolls by in a whirl-wind of color as you speed past trees and road signs. Detailed graphics and thrilling music make the journey even more exciting!



Screens from the AMIGA



Original Program by:  
Philip MacKenzie & Jeffrey Sorenson

AMIGA Version by: Timothy Purves  
AMIGA Graphics by: Harry Lafnear

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